



STATE OF MICHIGAN
DEPARTMENT OF NATURAL RESOURCES & ENVIRONMENT
ENVIRONMENTAL PROTECTION BUREAU
GROUNDWATER DIVISION



**Public Swimming Pools
Equipment Change Form**

Date:	
SP Number:	(XX-XXXX-XX, found on the pool license, license application, or an inspection report)
Location Name:	
Address:	
City, State, Zip:	
Contact Person:	
Phone:	
Fax:	
E-mail:	

Pool Location:	Indoor <input type="checkbox"/>	Outdoor <input type="checkbox"/>	Combination <input type="checkbox"/>
Volume (gal):	Flow Rate (gpm):		
Filtration Pump Make and Model Number:	Existing <input type="checkbox"/> New <input type="checkbox"/>		
Pump Motor Horsepower:	Flow Rate Capacity (gpm):	@ Head (ft):	
Filter Make and Model Number:	Existing <input type="checkbox"/> New <input type="checkbox"/>		
Filter Type: HRS <input type="checkbox"/> Pr DE <input type="checkbox"/> Other <input type="checkbox"/>	Filter Area (sq ft):		
Chemical Feeder Make and Model Number:	Existing <input type="checkbox"/> New <input type="checkbox"/>		
Disinfectant: Br <input type="checkbox"/> Cl <input type="checkbox"/> Trichlor <input type="checkbox"/>			
Feeder Capacity (lb Cl or Br / day):			
Flow Meter Make and Model Number:	Existing <input type="checkbox"/> New <input type="checkbox"/>		
Pipe Size (in):	Range of Readings (gpm):		

DNRE Approval:

This form is used to document proposed changes to swimming pool equipment. This information will assist in determining if the equipment will meet the requirements of the Public Swimming Pool Rules. Please provide the requested information for the pump, filter, chemical feeder, and flow meter whether or not this equipment will be changed. Please mark "existing" or "new" for each piece of equipment. No change to any pool equipment is allowed until approval from DNRE is obtained. A construction permit may be required to obtain approval.

Please fax or e-mail this completed form to:

FAX: 517-241-1328 E-mail: sissonp@michigan.gov or mcgeachyb@michigan.gov

Website: www.michigan.gov/deqwb click on Campgrounds & Pools

CPU 04/12/2010